



# Digimon World 2003 PAL VERSION GAMESHARK CODES (CONVERTED)

## Digimon World 3

### PlayStation



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splakappa ▾ 8 years ago

#1

I've just read some topics from the board requesting for GAMESHARK CODES for the PAL version of Digimon World 3 which is Digimon world 2003 and so I convert some NTSC CODES that I searched from the net to PAL and this is what i got so far.

Credits to the one that make the first codes. ( Cause all I do is to convert it XD)

\*Have Partner Codes\*

Kotemon

30049494 0003

Kumamon

30049870 0004

Monmon

30049C4C 0005

Agumon

3004A028 0006

Veemon

3004A404 0007

Guilmon

3004A7E0 0008

Renamon

3004ABBC 0009

Patamon  
3004AF98 000A

\*For DV skill MAX per level fight\*

Agumon  
50002C14 0000  
8004A084 967F  
50002C14 0000  
8004A086 0098

Monmon  
50002C14 0000  
80049CA2 967F  
50002C14 0000  
80049CAA 0098

NOTE:

There is a bug that makes all the Finisher move "swing swing". If you have a better code for Monmon regarding DV skill level, let me know it so I can convert it XD

Renamon  
50002C14 0000  
8004AC18 967F  
50002C14 0000  
8004AC1A 0098

Guilmon  
50002C14 0000  
8004A83C 967F  
50002C14 0000  
8004A83E 0098

Patamon  
50002C14 0000  
8004AFF4 967F  
50002C14 0000  
8004AFF6 0098

Veemon  
50002C14 0000  
8004A460 967F  
50002C14 0000  
8004A462 0098

Kotemon  
50002C14 0000  
800494F0 967F  
50002C14 0000  
800494F2 0098

Kumamon  
50002C14 0000  
800498CC 967F  
50002C14 0000  
800498CE 0098

\*Max Exp (1 battle to level 99)\*

Kotemon  
800494B4 E0FF  
800494B6 05F5

Kumamon  
80049890 E0FF  
80049892 05F5

MonMon  
80049C6C E0FF  
80049C6E 05F5

Agumon  
8004A048 E0FF  
8004A04A 05F5

Guilmon  
8004A800 E0FF  
8004A802 05F5

Renamon  
8004ABDC E0FF  
8004ABDE 05F5

Patamon  
8004AFB8 E0FF  
8004AFBA 05F5

Veemon  
8004A424 E0FF  
8004A426 05F5

#### NOTE:

One battle will let you level up to 99 but the " TP " you will acquired will be limited to "99" meaning you will lose the 396 TP you will acquired through normal levelling.

99 \* 5 = 495 ( 5 TP per level)

495 - 99 ( limited TP you acquired after the battle ) = 396 (TP loss)

To prevent these adjust the last 4 digits

8004A424 ???? (EOFF is the largest value so try lowering it )

8004A426 ???? (05f5 is the largest value so try lowering it )

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Rise and Rise ....until the Lambs become Lions

\* MAX STATS \*

Kotemon

800494BC 270F  
800494BE 270F  
800494C0 270F  
800494C2 270F  
800494C4 03E7  
800494C6 03E7  
800494C8 03E7  
800494CA 03E7  
800494CC 03E7  
800494CE 03E7  
800494D0 03E7  
800494D2 03E7  
800494D4 03E7  
800494D6 03E7  
800494D8 03E7  
800494DA 03E7  
800494DC 03E7

Kumamon

80049898 270F  
8004989A 270F  
8004989C 270F  
8004989E 270F  
800498A0 03E7  
800498A2 03E7  
800498A4 03E7  
800498A6 03E7  
800498A8 03E7  
800498AA 03E7  
800498AC 03E7  
800498AE 03E7  
800498B0 03E7  
800498B2 03E7  
800498B4 03E7  
800498B6 03E7  
800498B8 03E7

Monmon

80049C74 270F  
80049C76 270F  
80049C78 270F  
80049C7A 270F  
80049C7C 03E7  
80049C7E 03E7  
80049C80 03E7  
80049C82 03E7  
80049C84 03E7

80049C86 03E7  
80049C88 03E7  
80049C8A 03E7  
80049C8C 03E7  
80049C8E 03E7  
80049C90 03E7  
80049C92 03E7  
80049C94 03E7

Agumon  
8004A050 270F  
8004A052 270F  
8004A054 270F  
8004A056 270F  
8004A058 03E7  
8004A05A 03E7  
8004A05C 03E7  
8004A05E 03E7  
8004A060 03E7  
8004A062 03E7  
8004A064 03E7  
8004A066 03E7  
8004A068 03E7  
8004A06A 03E7  
8004A06C 03E7  
8004A06E 03E7  
8004A070 03E7

Guilmon  
8004A808 270F  
8004A80A 270F  
8004A80C 270F  
8004A80E 270F  
8004A810 03E7  
8004A812 03E7  
8004A814 03E7  
8004A816 03E7  
8004A818 03E7  
8004A81A 03E7  
8004A81C 03E7  
8004A81E 03E7  
8004A820 03E7  
8004A822 03E7  
8004A824 03E7  
8004A826 03E7  
8004A828 03E7

Renamon  
8004ABE4 270F  
8004ABE6 270F  
8004ABE8 270F  
8004ABEA 270F  
8004ABEC 03E7

8004ABEE 03E7  
8004ABF0 03E7  
8004ABF2 03E7  
8004ABF4 03E7  
8004ABF6 03E7  
8004ABF8 03E7  
8004ABFA 03E7  
8004ABFC 03E7  
8004ABFE 03E7  
8004AC00 03E7  
8004AC02 03E7  
8004AC04 03E7

Patamon

8004AFC0 270F  
8004AFC2 270F  
8004AFC4 270F  
8004AFC6 270F  
8004AFC8 03E7  
8004AFCA 03E7  
8004AFCC 03E7  
8004AFCE 03E7  
8004AFD0 03E7  
8004AFD2 03E7  
8004AFD4 03E7  
8004AFD6 03E7  
8004AFD8 03E7  
8004AFDA 03E7  
8004AFDC 03E7  
8004AFDE 03E7  
8004AFE0 03E7

Veemon

8004A42C 270F  
8004A42E 270F  
8004A430 270F  
8004A432 270F  
8004A434 03E7  
8004A436 03E7  
8004A438 03E7  
8004A43A 03E7  
8004A43C 03E7  
8004A43E 03E7  
8004A440 03E7  
8004A442 03E7  
8004A444 03E7  
8004A446 03E7  
8004A448 03E7  
8004A44A 03E7  
8004A44C 03E7

\* Miscellaneous \*

Infinite Bits  
80048DA0 967F  
80048DA2 0098

Have All Items  
50003101 0000  
30048DDB 0063

Have All Weapons  
50007B01 0000  
30048E0C 0063

Have All Armor  
50004D01 0000  
30048E87 0063

Have All Accessories  
50004401 0000  
30048ED4 0063

Have All Cards  
300490D7 0009  
50009C02 0000  
800490D8 0909  
30049210 0009  
50009D02 0000  
80049214 0101

#### FINAL NOTES:

- All the Codes here are for Digimon World 2003 ( Digimon World 3 PAL Version)
- I've tested all the codes and it all works 100% ( I'm using epsxe 1.7 and PEC version 2.5).
- It will also work if you're using gameshark and console but your gameshark must support " 50" codes if you want to activate the "Have All \_\_\_\_\_" cheats. PEC version 2.5 support '50' codes.
- Lastly if there's anything wrong, free to ask me so I can correct it, I'm just a human after all XD.

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